

GAME BOY ADVANCE®

AGB-BAWE-USA



Alex Rider

STORMBREAKER

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

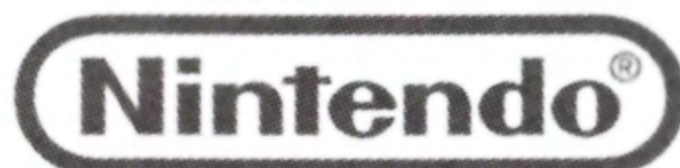
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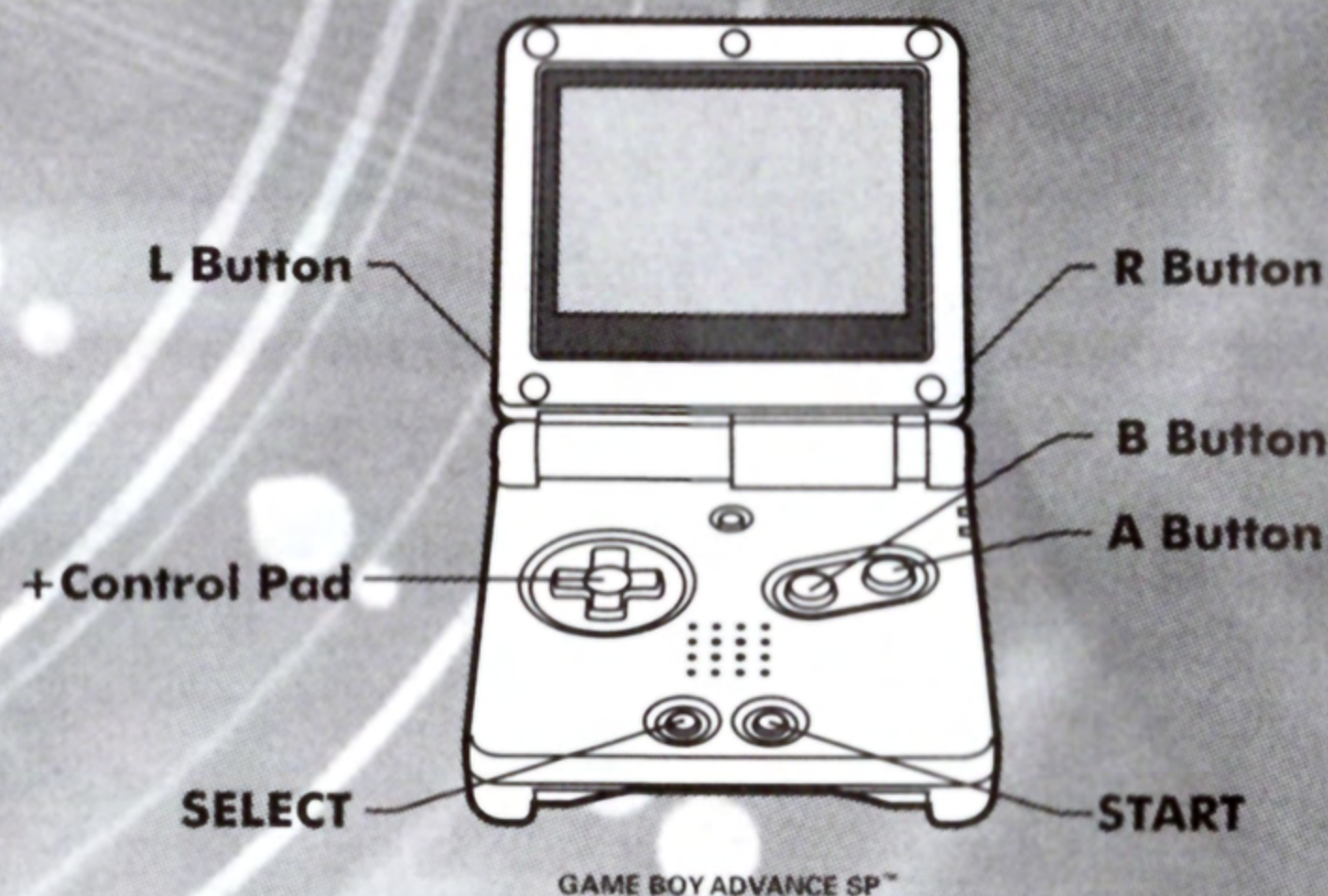
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CONTENTS

<i>Getting Started</i>	2
<i>Basic Controls</i>	2
<i>Story</i>	4
<i>The Main Game</i>	6
<i>Items</i>	9
<i>Weapons</i>	9
<i>Power Up Items</i>	11
<i>Credits</i>	13
<i>Limited Warranty</i>	19

GETTING STARTED

Insert the Alex Rider Stormbreaker™ Game Pak into your Nintendo® Game Boy® Advance, switch the Power on and begin spying.



Basic Controls

Button used

Control Pad

Actions

Navigates through menu options, makes Alex walk in one of eight directions pressed and controls the direction of both the horse and the quad bike in the chase sections.

A Button

Accelerate

Tapping or holding this button during a race causes Alex to spur on his horse and acts as the accelerator pedal when using the Quad bike.

B Button

Brake

Pressing or holding this button acts during a race acts as a brake.

A Button

Punch

Alex can perform combinations of punches by repeatedly pressing this button while in combat.

B Button

Kick

Alex can perform combinations of kicks by repeatedly pressing this button while in combat.

A + B Button

Knockdown

Pressing these buttons together causes Alex to perform a knockdown move.

L Button

Allows the user to cycle through the gadgets they have available.

R Button

Use the selected gadget.

(Note: some items are constantly in use while selected from the inventory.)

START

Call/Exit Pause menu. The player can either resume or quit from this menu.

SELECT

Not used.

STORY

Alex Rider™ isn't your typical teenager. Struggling to come to terms with the death of his uncle, Alex also has to deal with being recruited by Britain's top-secret intelligence agency for a complex and dangerous mission. Unknown to him, it's a mission he's been trained for all his life.

Battling his desire to lead a 'normal' life, Alex steps forward into the murky underworld of intrigue and international espionage where nobody is too young to die.

Game Screens

Title Screen

When the power is turned on, the Legal Screen, the Corporate Logos and the Title Screen will appear.

Main Menu

Once the Title Screen has finished, the Main Menu will appear listing three options:



- (i) New Game
- (ii) Options
- (iii) Cheats

New Game

Select the 'New Game' option to start a new game. After an introductory story scene has played, the player begins the first mission: 'Army Training'.

Continue

If the player has stored a save game on the Game Pak, the 'Continue' option is unlocked and play begins from the last save point.

Options

While within the Options Menu, the player can select either 'Sound' or 'Credits'.

Select 'Sound' to adjust the music or sound effects volume.

Select 'Credits' to view the credits.

Cheats

Enter the 'cheats' menu to view or enter cheat codes.

Pause Menu

Press *START* to pause the game at any time. This will display the 'Pause' menu where the player can restart, reload or quit the game. The 'Pause' menu will also give access to the training screen where players may view combat maneuvers and their respective button combinations.

The Main Game

Army Training

In a secret training facility deep in the English countryside, Alex must complete his training exercises and master the jumps, open security doors and fight soldiers using his newly acquired combat skills.

Bug Hunt

The hunt is on within Sayle Mansion where Alex must destroy the numerous bugs scattered throughout the mansion, passing security doors and battling against guards along the way.

Mansion Recce

Alex discovers a subterranean complex far beneath the Sayle mansion. In order to complete his mission, the young spy must fight his way through the complex and locate the off-limits restricted area, dispatching numerous security guards along the way.

Night Delivery

This mission takes place on the grounds near the airstrip. Alex must battle against Sayle's toughest guards and bypass numerous obstacles before he can witness Sayle and Yassen loading the lethal virus shipment.

Alex escapes

Back at the Sayle mansion, Alex's true identity is compromised and he must escape the complex and reach the front gates before he's captured.

Be alert - there are searchlights positioned along the escape route.

Mine Exploration

Somewhere in the Cornish mines there is a back door to Sayle's Stormbreaker™ laboratory. In order to complete this mission, Alex must fend off his many assailants and reach the secret entrance. Only then will he have any hope of stopping the virus shipment.

Virus Discovery

This level is set in the huge Stormbreaker™ laboratory, rigged with a high-tech security system. Alex must bypass the security system and fight the heavily armed guards if he is to get out of the facility alive.

Nadia & the Jellyfish

Set in the aquarium, Alex must evade the Jellyfish long enough to use the metal paste on the three weak points on the tank.

To the Airstrip

Once again outside the Sayle mansion, Alex must make his way to the Airstrip and catch Mr. Grin.

Airstrip Chase

Mr. Grin is escaping in the helicopter. Alex must jump on the Quad bike and catch him before he escapes. Watch out - there are enemy quad bikers about.

Mr. Grin

Set in the close confines of the cargo hold, Alex must defeat Mr. Grin.

Horse Chase

Alex must reach the Sayle Tower. Climb on the back of Sabina's horse, and race through the city keeping ahead of the horse guards. Remember, the roads are busy, so you'll have to avoid the traffic.

Tower Climbing

If he is to have any hope of success, Alex must fight his way up through Sayle Tower and battle numerous guards, bypass security systems and reach Sayle before he makes his escape.

Darrius Sayle

Avoid Darrius Sayle's shots and the legions of security guards as you attempt to throw him off the tower. He's resilient so you'll have to do this a number of times before Yassen can get a clear shot.

ITEMS

Weapons

Yo-yo

This can be slung out across gaps to latch onto specifically marked objects and then pull Alex across. Such objects are marked with a flashing Yo-yo icon. Alex is given this device at the beginning of the 'Night delivery' mission.



Smoke Bomb Cartridge

These special game cartridges can be thrown to temporarily blind and confuse enemies.

Press the R Button when this gadget is selected to throw a smoke cartridge a short way. It will explode upon impact and cause enemies to become temporarily confused / blinded.

Hold down the R Button to throw the cartridge even further. It is 'lobbed' in a high arc and will clear low obstacles to land the other side and explode there, confusing any guards before Alex has even been seen. Alex is given this device at the start of the 'Bug Hunt' mission.



Sodium Pentothal Pen

This gadget can be fired to slow and confuse enemies.

The nib fires out in the direction Alex is facing. Once an enemy

is struck, they will be temporarily confused and blinded. Unlike the smoke bomb, the nib only affects one guard at a time and cannot be fired over obstacles. Alex is given this device at the start of the 'Bug Hunt' mission.



Bug Finder

This gadget beeps when Alex is close to a bug, radiating circular bands from the bug's location.

While selected, the Bug Finder is in constant use and requires no further button press. With it, Alex can approach bugs and smash them without being detected – should Alex approach a bug without using the Bug Finder, all nearby enemies are alerted to his location. Alex is given this device at the start of the 'Bug Hunt' mission.



Detection device

This device is used to see what is beyond closed doors and to scan for guards. While selected, Alex can look ahead of his current location without being detected but is vulnerable to attack from any guards nearby. Alex is given this device at the start of the 'Mansion Recce' mission.

Scanner & Transmitter

This is used to save your game. Select this gadget then press the R Button and Mr. Blunt will ask if you want to record your progress. Alex is given this device at the start of the 'Bug Hunt' mission.



Metal Eating Cream

This is used to open metal doors throughout the game and is of particular use on fish tanks...

To use the paste, press and hold down the R Button. Once the tube of metal eating cream is empty, the metallic object will then melt/open.

If Alex moves away from the object or releases the gadget button then the downtime bar will start to fill. Alex needs an uninterrupted period of constant application for the cream to work - if interrupted he will have to wait before they can reapply the cream. Alex is given this device at the start of the 'Mansion Recce' mission.

Power Up Items

Health Packs

Health packs can be found throughout the game by exploring rooms and searching buildings.

Carrot Boost

Carrots can be found throughout the Horse Race section and provide Sabina's horse with a temporary burst of energy.

Oil Cans

Oil cans can be found throughout the 'Air Chase' section and give a temporary boost to Alex's quad bike.

Other Items

Key Cards

Key Cards can be collected throughout the game, giving Alex access to locked rooms and areas. Once collected, the key card will appear on the HUD, once used, it will disappear again.

Buildings

Nearly all buildings can be entered by walking through the open door. Many buildings contain items, so they are well worth exploring. A good spy leaves no stone unturned.

Skills

As you progress through the game, Alex will earn health boosts and his fighting skills will improve. Look out for increased kicking power, and new combat moves like the right uppercut and sweep kick.

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